RECORD VOICEOVER

O·CITY

📄 Module II 📰 Course Photo-video concept 🔍 Topic 2 Sound and Script 💡 Lesson 4

Activity

- **Short Description**: In this activity, students will improve the script, read the document and record in different places to recognize the differences. In this case, the work consists of writing a brief review of the heritage element, recording it in a room and listening to it to check its quality.

- **Methodology**: Inductive learning.

- **Duration:** 2 hours

- **Difficulty (high - medium - low)**: Medium

- **Individual / Team**: Individual, but discussion in group.

- **Classroom / House**: House, but discussion in the classroom.

- **What do we need to do this activity?**

  - **Hardware:** Laptop, Mobile Phone and Microphone

  - **Software:**

  1. **Voice Record Pro** (https://play.google.com/store/apps/details?id=ca.bejbej.voicerecordpro&hl=es)

  2. **Quick Voice** (https://apps.apple.com/es/app/quickvoice-recorder/id284675296)

  3. **Audacity** (https://www.audacityteam.org/)

  - **Other resources:** Paper and pen

Description

- **Text description:** Most likely, we will record the script in closed spaces and not outdoors, so we must know and practice the characteristics of this type of recording. In this way, we can eliminate echo and reverb sounds.

- **Ilustration**:
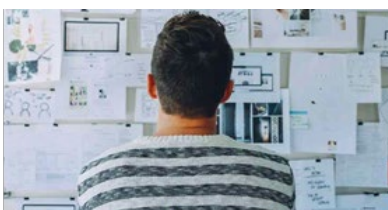
Tips for improving audio quality

Instructions

1. Choose a heritage item and write a short review.
2. Choose a room and recognize those elements that can influence the quality of the audio.
3. Record the script's locution and listen to the result until defining the ideal location.

Expected outcomes

- Learn about recording techniques and include the latest applications that allow us to improve our project.
- Learn to listen and define the version that has the best audio quality.

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Video, Topic Camera Flow, Lesson 3**

DIGICOMP (Competences developed): *Developing digital content; Solving technical problems.*

ENTRECOMP (Competences developed): *Motivation and perseverance; Learning through experience.*

Example:

https://www.youtube.com/watch?v=-UFmwuzpHyA

Noelia Juan, student of the Master in Digital Postproduction at the UPV on the Gandía campus,

tells us about her experience from confinement.